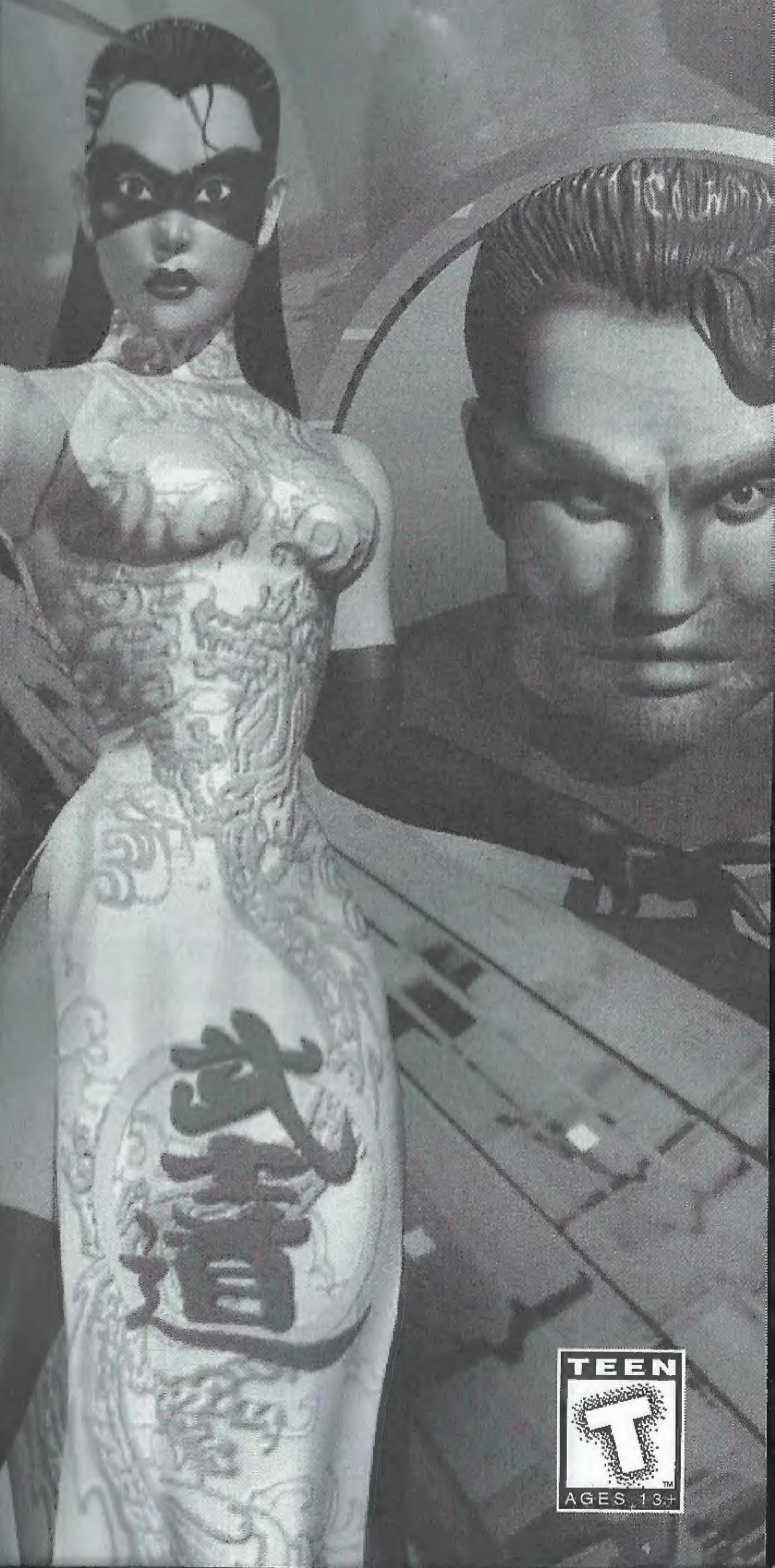


SEGA®

GENE  
INSTRUCTION MANUAL



PIRATES™



## WARNINGS

### Read Before Using Your Sega Video Game System

#### EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.**

#### WARNING TO OWNERS OF PROJECTION TVs

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

#### HANDLING YOUR SEGA CARTRIDGE

- The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis System.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega cartridge.

#### ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772

---

**For More Information, Visit Sega's Internet Sites at:**

**web site: <http://www.segaoa.com>**

**ftp site: [ftp.segaoa.com](ftp://ftp.segaoa.com)**

**email: [webmaster@segaoa.com](mailto:webmaster@segaoa.com)**

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# GETTING STARTED

1. Set up your Sega Genesis System™ as described in its Instruction manual.
2. Make sure the power is off, then insert this cartridge into the Genesis Console.
3. Turn the power switch on. In a few moments the title screen will appear.
4. Press the START Button on the Genesis Control Pad to advance past the title sequence and begin play.
5. If the title screen doesn't appear, turn the power switch off. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch on.

*Important: Always make sure the power switch is turned off when inserting or removing your cartridge.*

## HANDLING YOUR SEGA GENESIS CARTRIDGE

- This cartridge is intended for use exclusively with the Sega™ Genesis System™.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

# YOUR ASSIGNMENT

A terrorist faction has overtaken a top-secret sub-oceanic research and weapons development center — code named AQUA. Their mission is unknown. JANUS, an acronym for JAPAN/NETHERLANDS/UNITED STATES, has enlisted the X-PERTS to take it back.

Your mission is to guide your team of X-PERTS and thwart the terrorist's plans.

The X-PERTS are made up of three highly trained Secret Agents, each possessing individual strengths and weaknesses. You will be able to control and monitor their actions using RECOM, an elaborate transmission device created by Dr. Tashile Claudel, a member of your team.

You will achieve your goal by following Missions given to you by HQ or your teammate Theo.

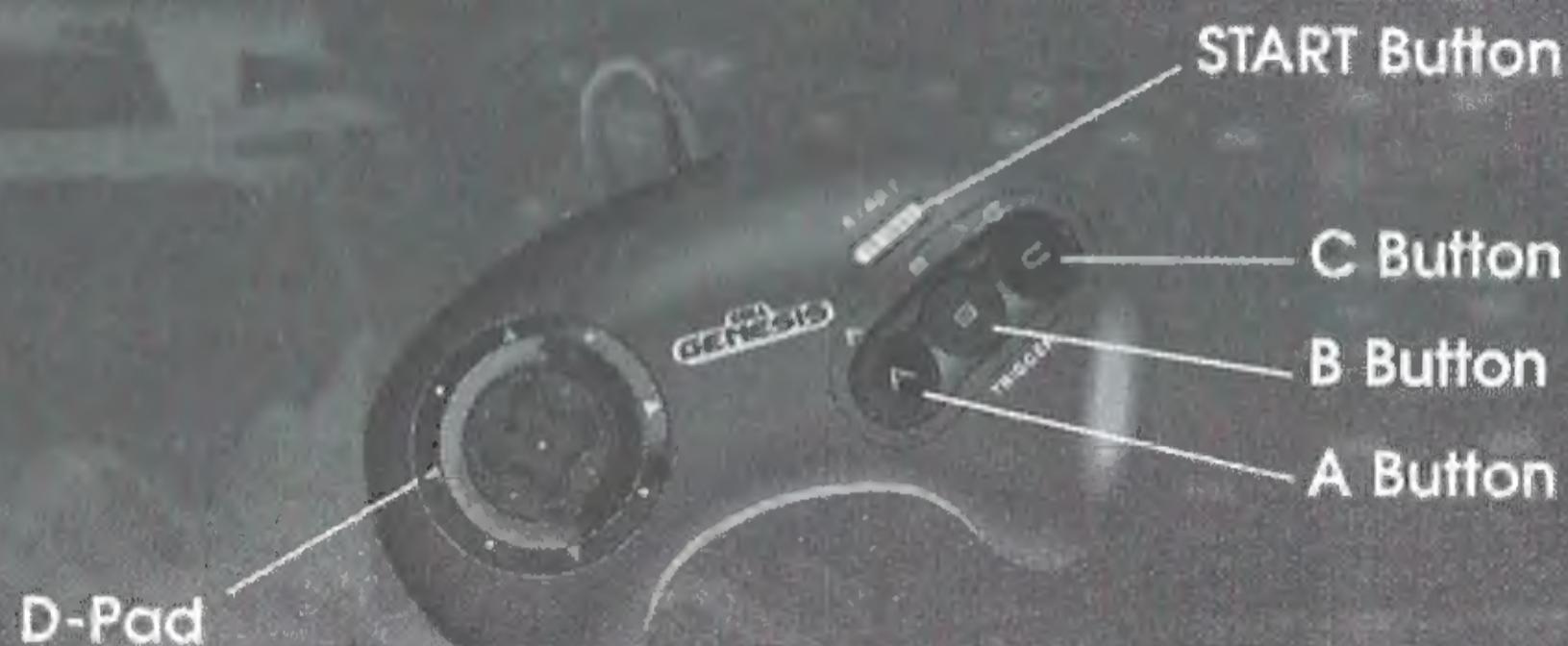
That is all for now. Read on for complete Mission dynamics and other essential information.

Good luck.

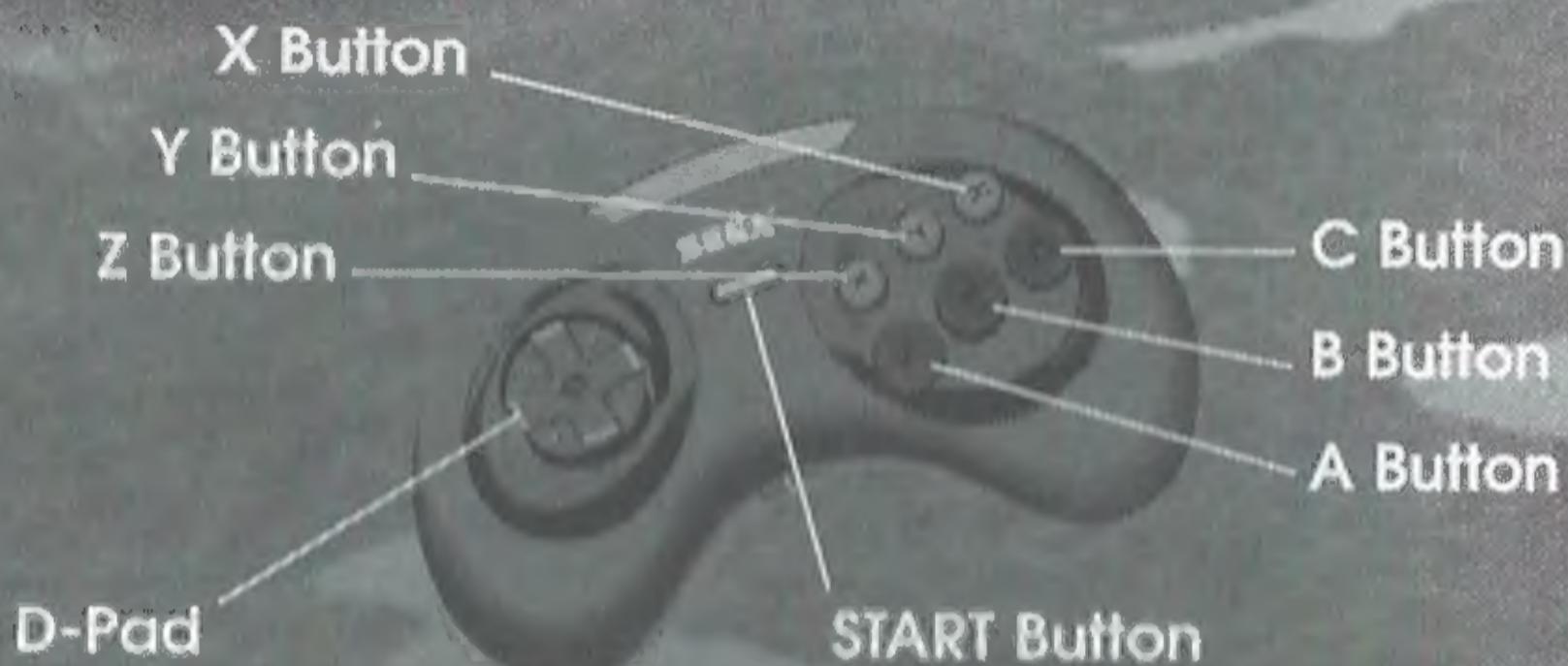
HQ.

# CONTROLS

## 3-Button Controller



## 6-Button Controller



## Standard Character Controls

### 3-Button Controls

START

Access RECOM.

D-PAD LEFT or RIGHT

moves the team member you are controlling in that direction. Also used with Buttons to perform specific moves.

A BUTTON

Punch/Fire Weapons

B BUTTON

**Kick**

**C BUTTON**

**Block**

**A+B**

**Draw/Holster Weapon**

**B+C**

**Activate System**

**2 D-Pad taps, press A+C**

**Initiate Torture**

## **5-Button Controls**

**START**

**Access RECOM.**

**D-Pad LEFT or RIGHT**

**moves the team member you are controlling in that direction. Also used with Buttons to perform specific moves.**

**A BUTTON**

**Punch/Fire Weapons**

**B BUTTON**

**Kick**

**C BUTTON**

**Block**

**2 D-Pad taps, press A+C**

**Initiate Torture**

**X Button**

**Draw/Holster Weapon**

**Y Button**

**Activate System**

**Z BUTTON**

**N/A.**

## Special Moves

### TASHILE

A Button	Punch
D-Pad DOWN+A Button	Overhead Bash
D-Pad UP+A Button	Jab
D-Pad FORWARD+A Button	Elbow Cross
C Button	Block
B Button	Kick
D-Pad DOWN+B Button	Spinning Sweep Kick
D-Pad UP+B Button	Leaping Kick
D-Pad FORWARD+B Button	Double Kick
D-Pad BACK+B Button	Turn-Around Kick

### SHADOW

A Button	Punch
D-Pad DOWN+A Button	Low Punch
D-Pad UP+A Button	High Punch
D-Pad FORWARD+A Button	Rush Punch
C Button	Block
B Button	Kick
D-Pad DOWN+B Button	Shin Kick
D-Pad UP+B Button	High Kick
D-Pad FORWARD+B Button	Knee Kick
BACK+B Button	Spin Kick

# ZACHARY

A Button	Punch
D-Pad DOWN+A Button	Low Punch
D-Pad UP+A Button	Double Fist Punch
D-Pad FORWARD+A Button	Hook Punch
C Button	Block
B Button	Kick
D-Pad DOWN+B Button	Spinning Sweep Kick
D-Pad UP+B Button	Jump Kick
D-Pad FORWARD+B Button	Karate Kick
BACK+B Button	Spinning Back Kick

# TORTURE MOVES

Each team member possesses three Torture Moves. You can use these moves against human enemies, either to instantly kill them, or to coerce them into divulging vital information.

To activate a Torture Move, first stun the enemy with blows to the head and body. The enemy will then become dazed. Before the enemy comes to his senses, tap the D-Pad twice in the direction corresponding to the desired Torture Move. Release the D-Pad and immediately hit the A and C Buttons simultaneously to initiate the Torture Move.

**•NOTE:** If the brief pause is too brief, the torture component will be bypassed and the enemy will be killed before they can give you any information. If the pause is too long, no special move will occur. It will take practice to get the timing right.

## TO INITIATE TORTURE MOVE:

- 1) Press and release the D-Pad.
- 2) Wait a split second.
- 3) Press and release the D-Pad (same direction as first).
- 4) Press the A and C Buttons simultaneously.

## Torture Moves—Shadow

D-Pad Forward or Backward

Arm twist/Kick to head

D-Pad UP

Throatgrab/Puncture chest

D-Pad DOWN

Threaten with crossbow/Shoot in head

**NOTE:** If Shadow has no ammo, D-Pad DOWN does the same as D-Pad UP.

## Control Moves - Title

D-Pad Forward or Backward  
Hold R to Go Fast

D-Pad UP



D-Pad DOWN



Up - Normal Dash (Fastest) | Up + R - Super Dash (Fastest)

Down - Normal Dash | Down + R - Super Dash

## Control Moves - Catcher

Up - Normal Dash (Fastest) | Up + R - Super Dash (Fastest)

Down - Normal Dash | Down + R - Super Dash

Left - Normal Dash

Right - Normal Dash | Right + R - Super Dash (Fastest)

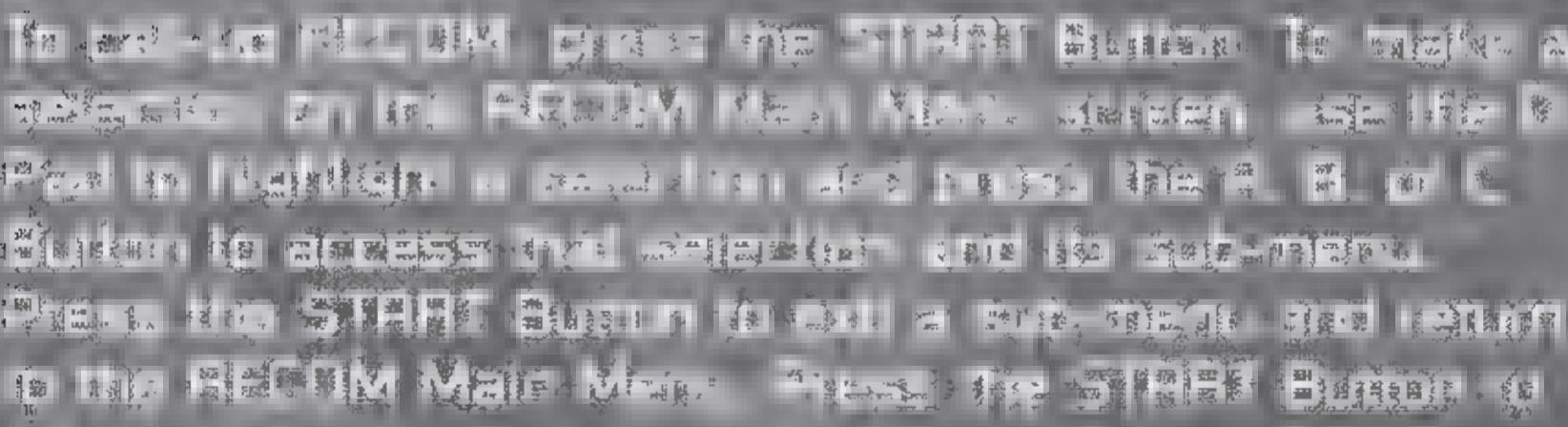
Up - Normal Dash (Fastest) | Up + R - Super Dash (Fastest)

Down - Normal Dash | Down + R - Super Dash

Left - Normal Dash

Right - Normal Dash | Right + R - Super Dash (Fastest)

## RECOMMENDED CONTROLS



Up to gameplay.

# MAIN GAME MENU

To make a selection press the Up/Down or Right/Left Buttons to choose an option and press the B-Button to start (the selected). The following items appear on the Main Game Menu. Press the B-Button to exit this menu into sub-menu screens.

## Begin New Mission

Starts a new game or continues a previously saved game.

## Password Entry

Here you can enter your password and continue on a game already in progress. Results in a prompt to enter password.

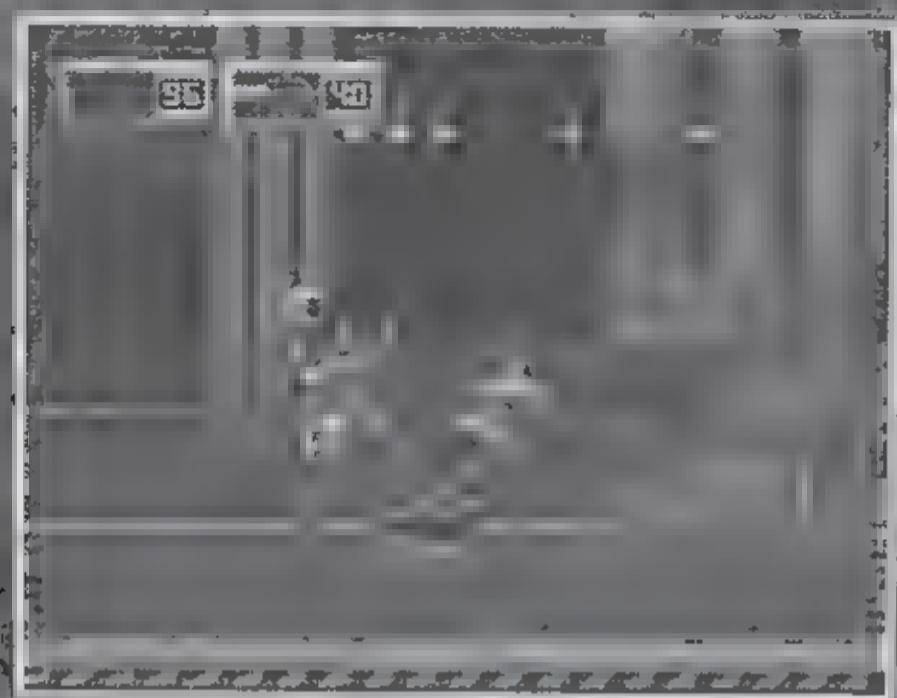
## On-Line Data Files

Get your team together and enter the On-Line Data Files. The team consists of the Lead Computer Operator, Lead Maintenance unit, and System Engineers. Press the Up/Down, Left/Right, and Enter buttons to select the desired team.

## System Configuration

Allows you to change the system configuration. The On-Line Data Configuration screen displays the basic system configuration. When Data Transfer has been selected, the Transfer screen displays the Transfer screen. Data Transfer is used to copy files from the On-Line Data Configuration screen. Data Transfer is selected by pressing the Up/Down, Left/Right, and Enter buttons to select the sound and press the A Button to listen).

# MAIN GAME SCREEN



## Health Meter

Health is the most important resource in the game. It is measured in a percentage scale from 0% to 100%. When your health reaches 0%, you will die and the game will end.

## Current Location / Position Counter

Location is the current position of the player in the game. It is measured in a coordinate system. The location is updated every second based on the player's movement.

## Message Notifications

Messages are notifications sent to the player from the game. They are displayed in a window on the screen. The message window has a close button.

## CONTROLLING YOUR TERM

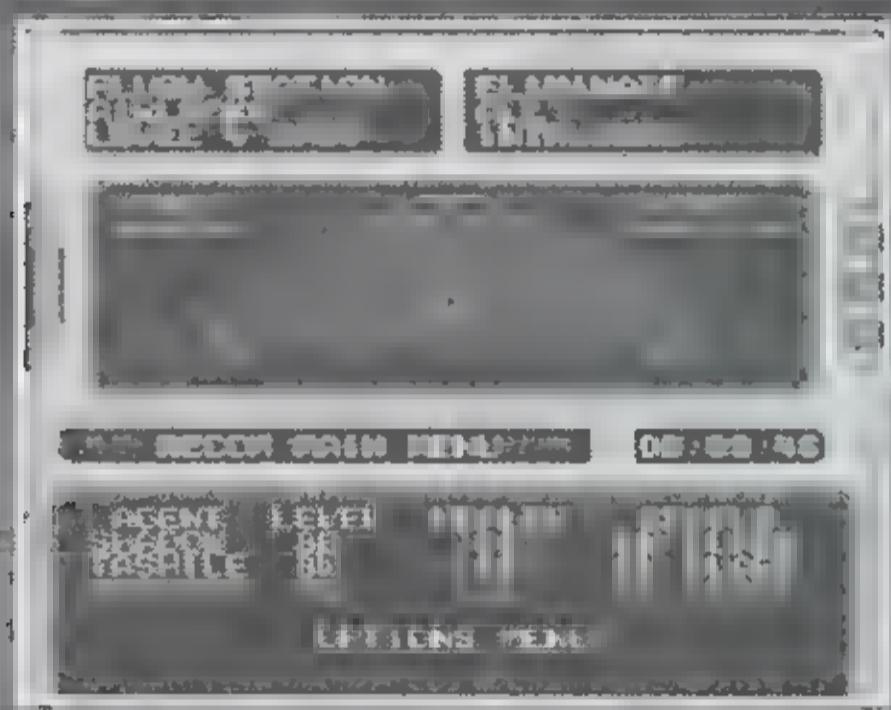
Controlling your term is critical for success. You can control your term by selecting the character you want to play. You choose the Strategy Control Mode (which requires strategy) and selecting a character the others will be in Passive Control Mode. In Passive Control Mode, inactive X-terms will be constantly on the defensive.

The enemy that an uncontrolled X-term encounters will immediately attack and you will be alerted via

RECOM is run as the X-PERT is normally run. You can easily repeat the sequence. When the X-PERT's health is low, RECOM will alert you.

When the X-PERT is considered to be in a risk mode, RECOM will automatically select the next best character. It will automatically select the best character in the next level to be selected. You do not need to maintain full Control of that X-PERT.

## RECOM



RECOM is run as the X-PERT is normally run. You can easily repeat the sequence. When the X-PERT's health is low, RECOM will automatically select the best character in the next level to be selected. You do not need to maintain full Control of that X-PERT.

RECOM will automatically select the best character in the next level to be selected. You do not need to maintain full Control of that X-PERT.

## Health Level Overview Character Select

LEVELS are easily overviewed at the X-PERT's health screen. This selection is the X-PERT. This is the X-PERT you will select when you are in Control.

ONLINE X-PERT mode using the X-PERT. You can do this by following the names of each level in the Control. The X-PERT is shown on the Health Screen after selecting a character using the A, B or C Button.

## Primary Mission Information

Primary Mission Information is the information that is required for the MISSION. These are the first 2 Primary MISSIONS and are related to stopping the Terrorists.

## Secondary Mission Information

These MISSIONS are things that can help prevent further complications to the MISSION.

## Toggle Icons

While playing the game, you will see a few icons that are used to control the characters. These icons are used to move the characters in the direction that you want them to go. You can also use the icons to move the characters in the direction that you want them to go.

## Moving Characters Via Keyboard

You can also move your characters using the keyboard. The keyboard has a set of keys that are used to move the characters in the direction that you want them to go. These keys are the arrow keys.

## Mission Interruption

If you are playing the game and you are in the middle of a mission, you can interrupt the mission at any time by pressing the Esc key.

## Bottom Map

The bottom map is used to show the location of the characters, enemies, objectives, and other things that are part of the Secondary Objectives.

# SKILL SPECIFICATIONS

Upon X-Teamer's have basic training in all skills required to survive in the AOU. Complex, with each member specializing in a given area. On their profile, each member is listed with their top three skills in which they excel. Each skill is defined as follows:

## Computer Science:

Essential to operating a computer terminal.

## Engineering:

Used to rewire a Power Grid.

## Computer Sciences (Reprogramming)

Used to re-program a computer terminal, opening electronic locks and re-routing elevator panels.

## Computer Science/Computer Engineering

Used to re-program a computer terminal, opening electronic locks and re-routing elevator panels.

## Martial Arts and Marksmanship

These determine each character's prowess in combat. Used to determine the character's combat performance in hand-to-hand or weapon combat.

## Time Is Of The Essence!



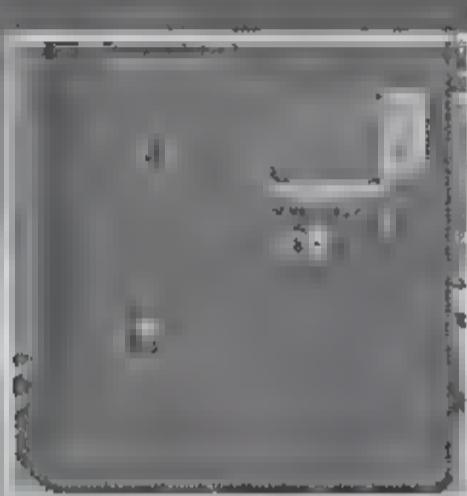
When you click a number of stations to complete the briefing on the tasks efficiently. Each time you click on a task a bar graph will appear under the member who will do the job.

Agents' skills decrease the time needed to perform a task. The higher ranked the X-Teamer is in a skill, the quicker the X-Teamer can perform the task. For example, Jack can re-program a computer much faster than Shadow because Computer Science is Jack's primary skill.

# WHAT TO LOOK OUT FOR

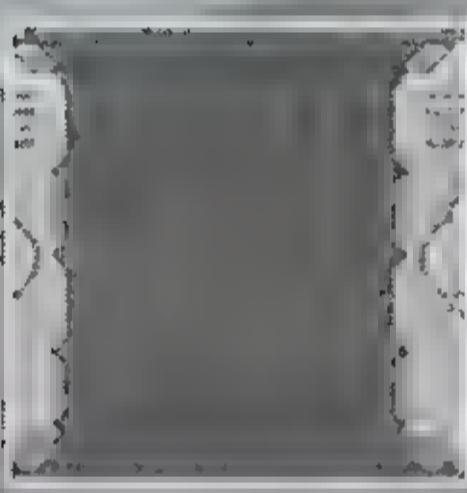
There are many things you need to keep in mind with every level. Details such as where to go and the direction of your Mission Objectives can differentiate the entire mission.

## Forcefields



Because AQUA is an underwater complex, forcefields have been installed to protect the complex from the outside world.

These forcefields are extremely strong and can only be destroyed by the use of a Flame Thrower or a Laser Gun. If you are ever caught within a forcefield, you will be unable to move until it is destroyed.

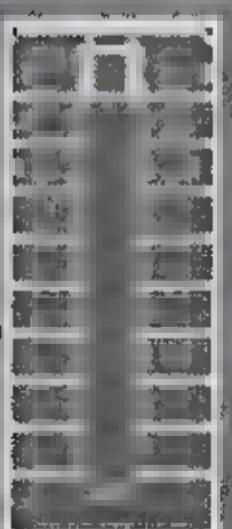


These forcefields are extremely strong and can only be destroyed by the use of a Flame Thrower or a Laser Gun. If you are ever caught within a forcefield, you will be unable to move until it is destroyed.

## Heloarming Plates

In AQUA, the leader of the Shrike Team created these plates to help defend the complex from weapon upgrades with help from Theo.

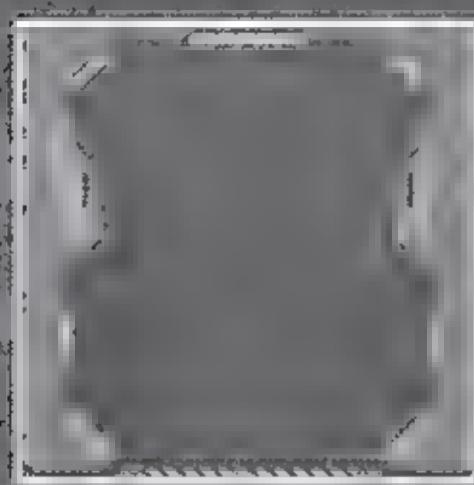
## Main Elevator



Use these buttons to access the elevator by selecting the Elevator Console.

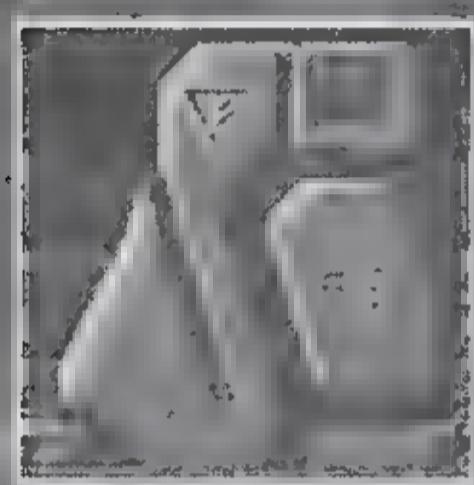
The Main Elevator is your only access to the entire complex. Unfortunately, it is also the primary mode of transportation for enemies and robots.

## Null-Gravity Shafts



Some wings have access to other wings in the complex via the Null-Gravity Shafts. These shafts are experiments in null-gravity fields. Null-Grav Shafts can lift you up or down without the aid of a platform.

## Power Grids



Power Grids can be turned on or off using the Engineering Skill.

Each building has a central Power Grid. Power can be distributed to other areas of the building, such as the large with conduits that have entries coming in and out of a large status display.

Power Grids can be turned on or off using the Engineering Skill.

Power Grids can be turned on or off using the Engineering Skill.

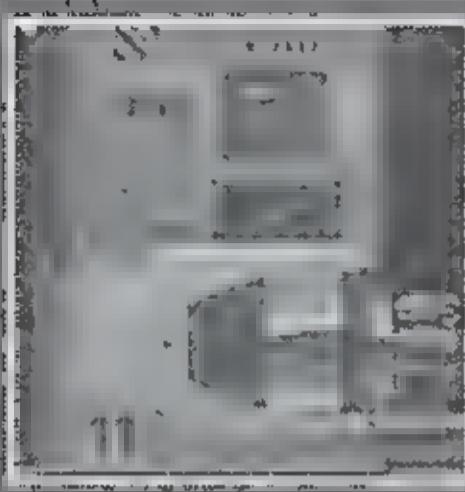
## Computer Terminals



Computer Terminals can be turned on or off using the Computer Science Skill.

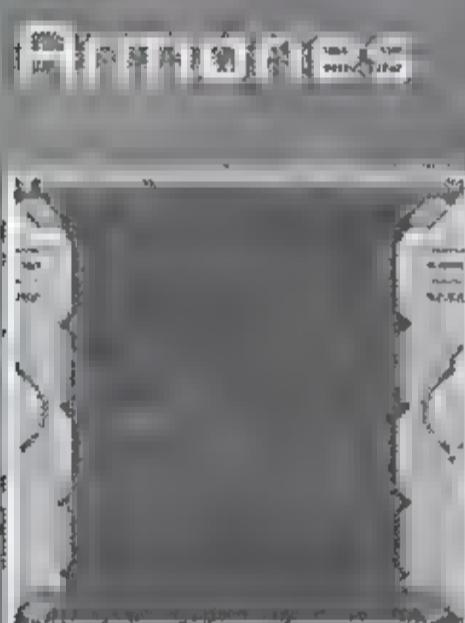
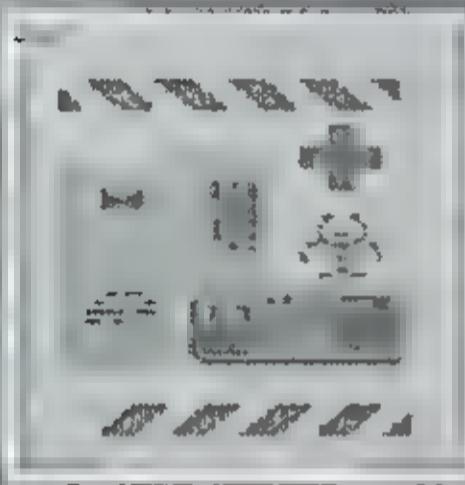
Computer Terminals are used to access information in the Bldg Complex. CTs hold security codes, databases, and other data access info.

## Robot Stations



When finished exploring the area, add the following to the end of the task:

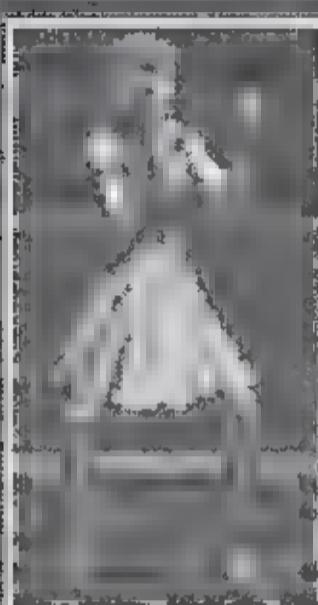
## Medical Ethics



# THE X-PERTS

The following is a listing of each member of the team. Each X-PERT is highly trained and willing to risk his/her life on the line.

## Tashile Claudel



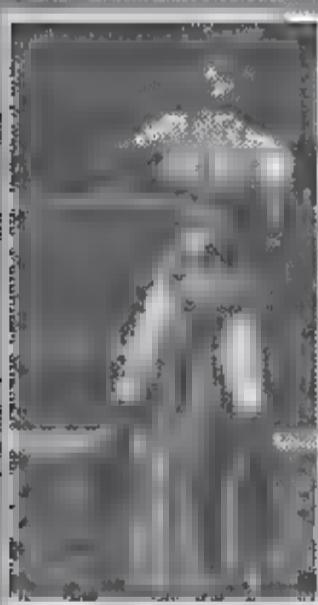
**SKILLS:**  
Engineering  
Computer Science  
Martial Arts

**MARTIAL ARTS TRAINING:**  
Tae Kwon Do

**WEAPON OF CHOICE:** Tashile has a very unique weapon of choice. She has the ability to create a sonic wave charge that creates a wall of sound.

**BACKGROUND:** Tashile is an MIT graduate with a B.S. in Robotic Engineering. She is currently working for the RECOM Corporation. She is a highly skilled engineer and has a very unique ability to create a sonic wave charge that creates a wall of sound. She is also a member of the RECOM team.

## Shadow Yamato



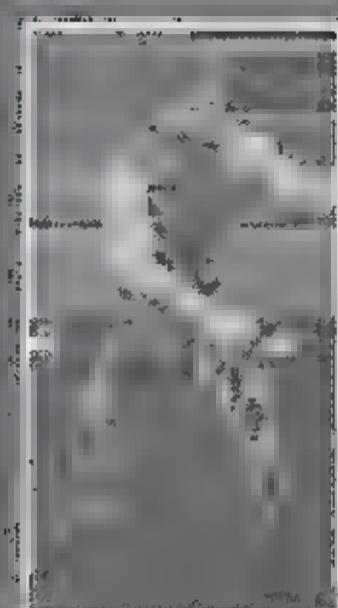
**SKILLS:**  
Martial Arts  
Marksmanship  
Computer Science

**MARTIAL ARTS TRAINING:**  
Ninjitsu

**WEAPON OF CHOICE:** Shadow is armed with a bow and arrow.

**BACKGROUND:** Former lead assassin for Japan's most infamous Black Orcus Corporation. Responsible for the eventual fall of the Black Orcus Corporation. Mantle has come to the X-PERTS. She also speaks nine different languages.

## Zachery Taylor



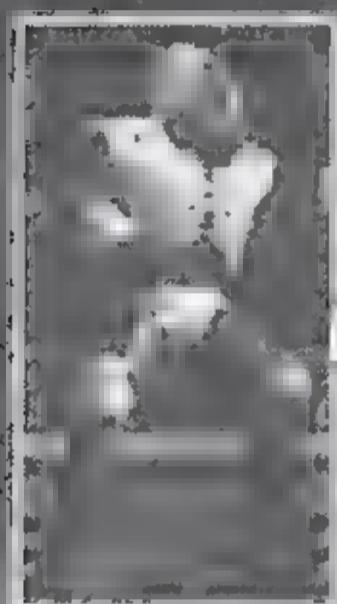
SKILLS:  
- Combat  
- Stealth  
- Marksman  
- Strength  
  
MATERIALS TRAINING:  
- Blaster

**WEAPON OF CHOICE:** Sidearm with four magazines under vest.

# AQUA TERRORISTS

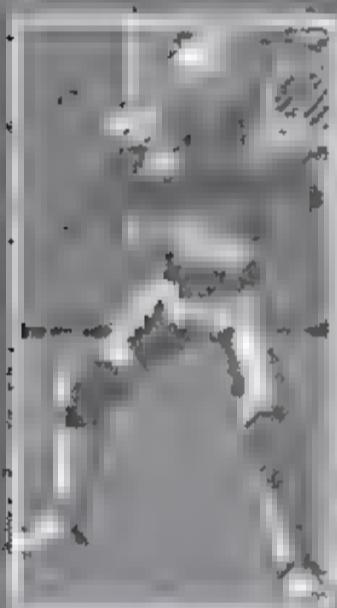
The following is a brief description of each type of terrorist threatening the Major Terrorist. Hint: The first three types are known to be female. The last three possess the most advanced specialty.

## Elite Guards



Elite Terrorists guard a presence in some of those areas that require the most security. Although these big guns have limited combat moves, they can take lots of punishment, due mainly to protective armor. They also tend to have the most accurate shot.

## Militia Guards



Similar to the Elite Guards, but with a different type of weapon, Militia Terrorists won't wait to see the whites of your eyes before attacking. They are also highly trained in hand-to-hand combat, as well as using "less-lethal" weapons of disruption. They are often seen carrying the Heavy Machine Guns.

## Scout Guards



Similar to Elite Guards, but smaller. Terrorists carry no armor. Their attack is much faster than the others. Getting into close contact with these "ladies" could prove troublesome. Beware.

# AQUA COMPLEX

## The Levels

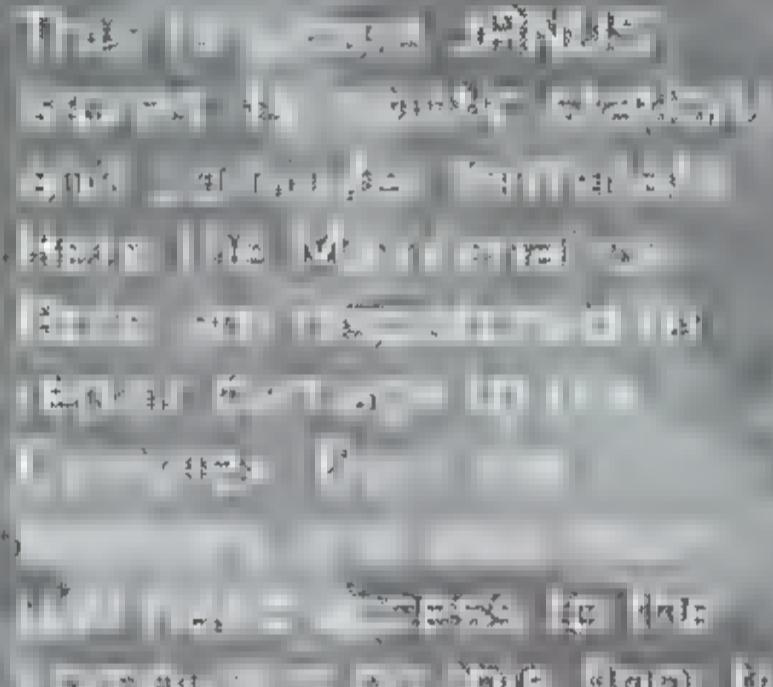
The AQUA Complex is a high-security defense base divided into two main levels, each further divided into East and West wings.

The following is a brief description of each level:

### Level 1: Maintenance and Transfer



Characteristics:  
1. Maintenance and Transfer  
2. Large central building  
3. Industrial design



Characteristics:  
1. Maintenance and Transfer  
2. Large central building  
3. Industrial design

### Levels 2 and 3: Complex Control



This area is devoted to low-level Complex controls, including the four sections at the main computer core. Electronic banks, Power Grids and Computer Terminals line this area.

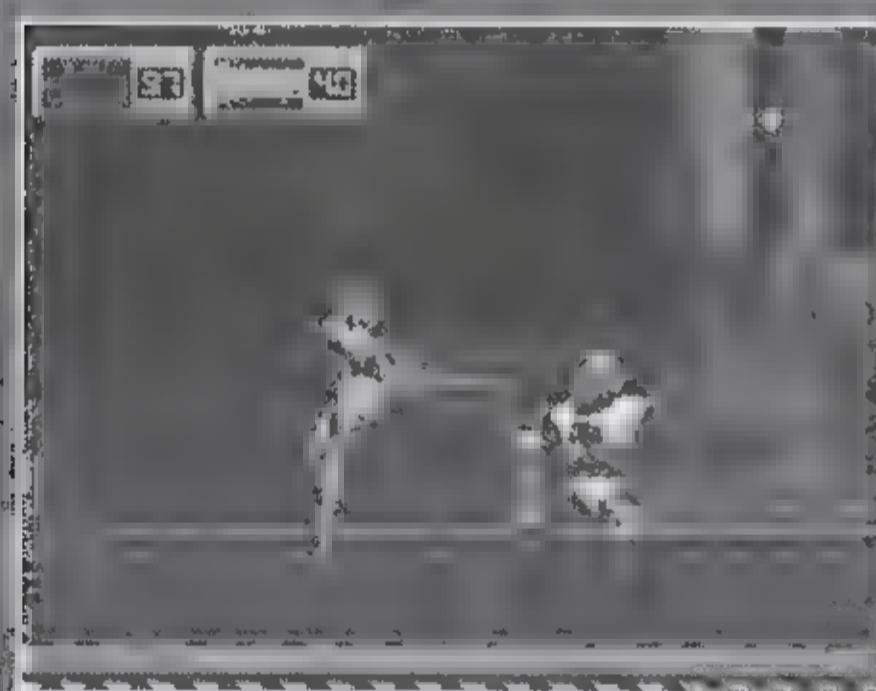
## Level 3 and 7: Security and Defense



These levels house all the security systems of the Complex. You'll find rows upon rows of computer terminals here, and a few Armories.

**Beware Security and Defense** is one of the most viciously held floors of the Complex. These two areas control security at a high level, allowing you to alter the computer override, weapon data files and even some control over the activation of robot defense.

## Level 4 and 8: Air and Water Purification



These two levels sent your entrance to the Complex. Watch your step as you walk through pipes, valves and tanks. It's everywhere.

The main water pumps control the flow of water. Many times you may have to open or close these tanks to get around obstacles. Once you open all the tanks, keeping the support flowing.

Find the passage from the sea to the **ROUE** Complex.

## LEVEL 8

### Science and Robotic Research

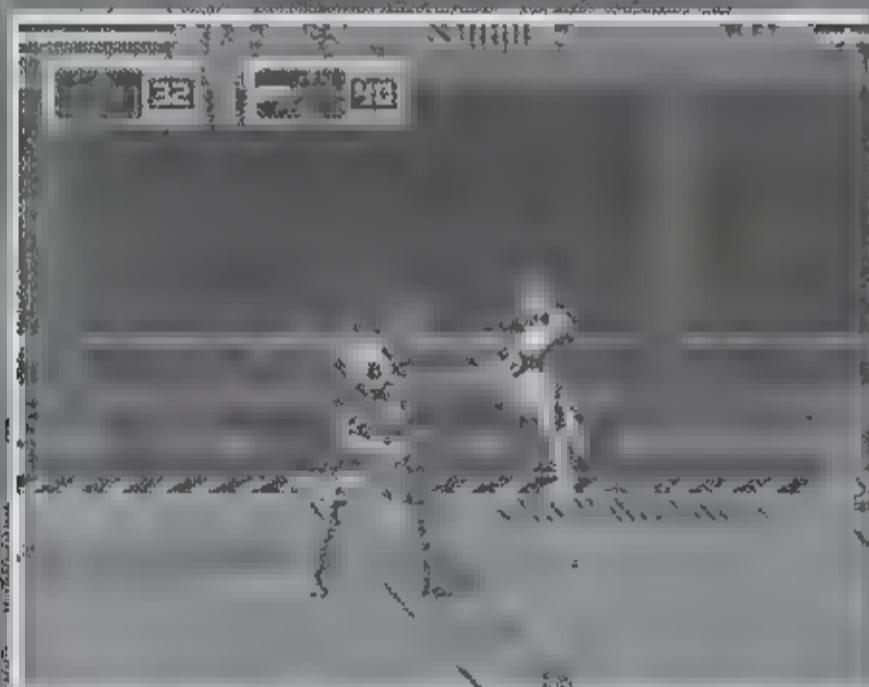


This area contains a variety of research monitors, robot stations and terminals, as well as its own Power Grid. This area contains all the basic prototypes and key elements that were used to create the various experiments. The experiments within this area are the most basic.

The Research Team is located in this area, as well as the Power Grid. This area is heavily monitored by the Security Team, as well as the Research Team. The Research Team is responsible for creating the basic prototypes and key elements that were used to create the various experiments.

## LEVEL 9

### Data Center



This area is the main entrance to the outside world. RECOM is patched into these areas. Electronic equipment dominates this area.

This floor contains vast amounts of classified and sensitive data. You will be required to work this level while the enemies from RECOM are attacking. This level is the most difficult level.

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David Platzer





## **LIMITED WARRANTY**

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at: 1-800-USA-SEGA.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: 1-800-872-7342.

**DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER.** Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

### **Repairs after Expiration of Warranty**

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

### **Limitations on Warranty**

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

For French instructions, please call:

Instructions en français, téléphoner au: 1-800-872-7342

# Coming Soon to Genesis

*Flashback*

## ARCADE CLASSICS



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